

TOURNAMENT RULES & GENERAL INFO

FAIRMONT u14/u15 PRO20 CRICKET CHALLENGE PLAYING CONDITIONS, RULES & GENERAL INFORMATION

- Teams to consist of an equi-split of u14 and u15 players per team (where possible)
- Teams to consist of 12 players and 2 officials per team
- Teams to play in their official school / club / academy / sponsors clothing throughout the tournament
- Umpires and scorers will be provided for all matches
- 156g cricket balls will be used and provided for by the tournament organizers
- Each team will play each other on a round-robin format. Finals may or may not be played.
- Twenty (20) overs per team in round-robin matches, semi-finals and Finals
- In interrupted matches a minimum of 8 overs by both teams constitute a match
- Four (4) overs per bowler in all matches; and in interrupted matches no more than one-fifth of overs allowed
- Minimum of six (6) balls and maximum of eight (8) balls per over (except for the final over of an innings which shall be a minimum of 6 (six) balls and shall continue until a legitimate over is completed)
- Minimum of four (4) overs spin
- Six (6) overs of Power Play at the beginning of innings (No more than 2 players outside the circle). If no circle then umpires judgement
- Power Play in interrupted matches: 19-20=6 overs; 15-18=5 overs; 12-14=4 overs; 8-11=3 overs
- Free Hit rule applies ONLY for front foot No Ball
- Maximum run-up of 10 meters for bowlers (marked)
- A wide ball shall be adjudged at the discretion of the umpire, but specifically any ball that passes the leg-stump shall be adjudged to be a wide ball

- R/R points scoring: Win 2 points; Draw 1 point; No result due to weather/pitch 1 point
- In round-robin matches, if a match ends in a tie, no eliminator over will be played and a draw will result
- Final log positions for round-robin matches will be determined as follows:
 - The teams with the most points on the log
 - In the event of the team(s) finishing on equal number of points, the final log position(s) will be determined in the following order of priority:
 - The team with the most number of wins
 - If still equal, the team with the most number of wins over the other team(s) who are equal on points and have the same number of wins
 - If still equal, the team with the highest net run rate (Net run rate = runs scored / overs actually faced. A side bowled out within their allotted overs will have their run rate based on their full quota of overs. If a match is declared a no result, run rate is not applicable)

- If there is a tie in a knock-out fixture, then a one over per side eliminator will be played:

- Teams nominate three (3) batsmen and one (1) bowler
 - Umpires to stand at the same ends as that when match ended
 - No fielding restrictions will apply
 - The team batting second in the match will bat first
 - The loss of two wickets will end the teams one over innings
 - In the event of teams ending on the same number of runs the team hitting the most sixes in match (excluding eliminator over) will win the match
 - If still equal, the team with the most boundaries hit in the innings (excluding eliminator over) will win the match
 - If still equal the winner will be decided by the toss of a coin, unless the knock-out fixture was a final in which instance the result will be shared
- REMINDER: All batsmen must wear helmets whilst batting and wicket-keepers must wear helmets or protective head gear whilst in wicket-keeper stance ready to receive a bowled ball. The umpire will first caution any defaulting person and give him/her time to put on such stipulated protective wear. In the event of defaulting person not complying to the caution he/she will be defaulted from continuing in their specific defaulting role as either batsman or wicket-keeper. Such batsman will be given out, with no bowler being credited with the wicket; whilst such wicket-keeper will only be allowed to continue as a fielder, with an alternate wicket-keeper taking on such responsibility.